VIDEOMATE MANUAL

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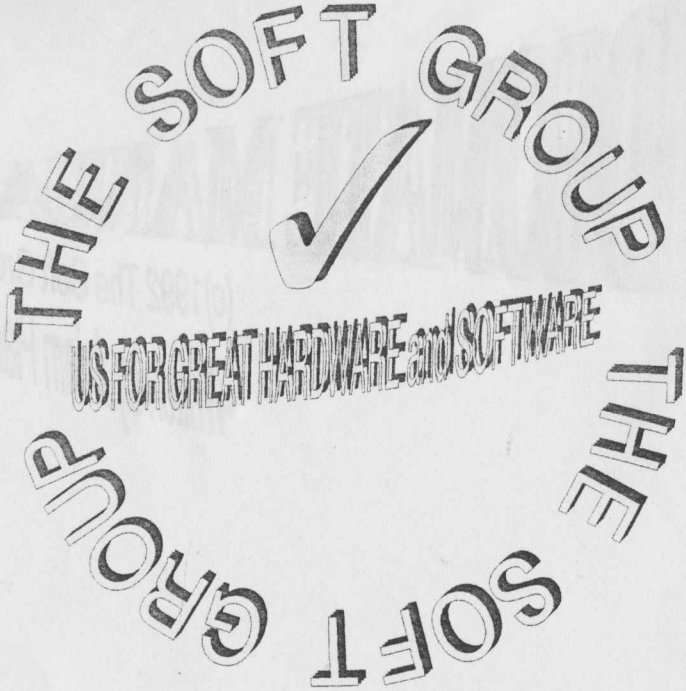
If you need technical help, with a program problem. You can call 708-851-6667 on Tues. and Thurs. only, between 6PM and 10PM C.S.T. Users



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The Videomate cartridge is a collection of utilities that translate Videobyte(tm)pictures into different formats.
First of all it allows the Videobyte(tm) digitizer to be used for DESKTOP PUBLISHING or practically any other Geos(tm) application with Videobyte 4.0.
Videobyte pictures can also be used with Print Shop(tm)or Print Master(tm) for banners, signs, cards, letterheads, etc.
Finally, Videobyte pictures can be compiled into animations for presentations, for fun, or for whatever you might want.

To access the main menu of Videomate, simply plug in the Videomate cartridge and power up your Commodore.
Note..... If the cartridge is already plugged in, then the main menu can be reached by pressing the *reset button.

The main menu offers (3) choices
Press #1 to convert Videobyte pictures to either Print Shop or Print Master formats.
Press #2 to compile an animation of Videobyte pictures. You can display over 50 seconds of continuous animation.
Press #3 to exit and return to basic. Please note.... Videobyte 4.0 cannot be run from the main menu. It must be run from within Geos.

Pressing #1 on the main menu brings up the Koala(tm)Convert submenu. It offers 8 choices.
Choosing (1). To load a Videobyte picture. This option will cause your disk directory to list to the screen, run/stop pauses the directory, press run/stop again to stop listing or press any key to resume listing.
To LOAD FILE, at the filename prompt, either CURSOR UP to the file of your choice and PRESS RETURN or type in the filename, followed with a RETURN. If no filename is selected, you can PRESS RETURN to EXIT without loading a picture file.
Choosing (2). To VIEW a LOADED KOALA picture.Press any key to return to the menu.
Choosing (3). To CONVERT and TRANSLATE the picture into P.S. or P.M. formats.
Choosing (4). To VIEW PRINT SHOP/PRINT MASTER picture. Press any key to return to the menu.
Choosing (5). To SAVE the PRINT SHOP/PRINT MASTER picture to disk. You must choose which format to save in.

Choose 1. for Print Shop.
Choose 2. for Print Master.
Choose 3. to Return to MENU.

After choosing 1 or 2, you must type in the name you want it saved as ie, Print Shop file names can have up to 16 characters, (spaces included). Print Master files can have name up to 12 characters long, because... ".GRA" is tagged to the end of the file name automatically.

Press (RETURN KEY) to CANCEL and RETURN to the MAIN MENU.
Choosing (6). To LOAD a PRINT SHOP or PRINT MASTER FILE, requires the same steps as loading a Koala file. Note... If you attempt to load a NON-P.S. or P.M. file type, you will be warned on screen, PRESS ANY KEY to CONTINUE.
Choosing (7). To VIEW a DIRECTORY of the CURRENT DISK.
Choosing (8). To RETURN to the MAIN MENU.
PRESSING RUN/STOP and RESTORE together will return you to the MAIN MENU.

Pressing #2 From the MAIN MENU brings up the CHROMAVIEW(tm) SCREEN. Pressing RUN/STOP and RESTORE together, will take you back to the MAIN MENU.
(1) Type the filename that you want the animation to have.
(2) You can choose from 2 up to 20 Videobyte picture files, to use in the animation program.

PRESS F1- To go to the disk screen.
PRESS F7- To continue after you are done choosing all your picture files.

From the DISK SCREEN (PRESS L) to see which pictures are on the disk. Use cursor keys to move the pointer. When it is POINTING to a PICTURE that you want to use, PRESS RETURN to SELECT THAT PICTURE. Please NOTE.... You can SWAP DISK and (PRESS L) to VIEW another disk, or (PRESS E) to EXIT to MAIN SCREEN.

Pressing #3 CREATE the SCRIPT. Use the CURSOR KEY to move the pointer from picture to picture, PRESS RETURN by the picture which you want to be DISPLAYED 1st., then PRESS RETURN by the picture which you want to be displayed 2nd., keep doing this until you're done with the script.
You can go from 2 SELECTIONS all the way up to 255 SELECTIONS (ie. 2 frames, or up to 255 frames displayed). You may ALSO SELECT THE SAME PICTURE MORE THAN ONCE, OR IN ANY ORDER YOU PLEASE! In fact you can have a single picture displayed many times throughout the same animation.

HELP HINT... You can print all the screens (up to 20), and than write the frame count at the bottom of each printout, ie. PICTURE #1 is seen as frames #1,#10,#21#,#123,#124,#125, Picture #2 is seen as frames #2,#12,#22,#120,#121,#122, etc.

After you are through placing all pictures into the script, (PRESS F7). If you are satisfied with the script, then PRESS Y. If not satisfied then PRESS N, and redo the script. REMEMBER... that when the animation reaches the end, it starts over at the beginning, ie. complete loop.
If you CHOSE (Y)es, then the pictures will be loaded, one by one, BE PATIENT!
After they are all loaded, you will be prompted to insert the DESTINATION DISK. This is the disk that you want the ANIMATION FILE SAVED TO!

Make sure it has PLENTY OF ROOM!(a blank formatted disk) is recommended. Each file can be up to 220 BLOCKS long!
Place the disk into your drive and press a KEY. After the animation has saved, it will RUN!
The file "ANIM.SCR" is on the disk in the current drive, it will be loaded first, NOTE....PRESSING RUN/STOP WILL BYPASS THE LOADING OF THE INTRO SCREEN, PRESSING + or - key, will (speed up) or (slow down) the animation, PRESS RETURN to STOP the ANIMATION.
To LOAD an ANIMATION FILE.
TYPE: LOAD"the name of your animation",8,1 then type RUN.

USE of GEO'S with VIDEOBYTE4.0 and VIDEOMATE

Please Note.... Videobyte 4.0 can only be run from within GEOS. Without a copy of Geos,running Videobyte 4 is useless.

1.With POWER OFF,plug Videobyte and Videomate into C64/C128.
2.Access the MAIN MENU of the cartridge, by powerup or reset
3.Choose #3 to exit to basic.
4.Load up your copy of GEO'S
5.Make sure that a COPY of VIDEOBYTE 4.0, is on your GEO'S work disk. Note... Videobyte 4.0 can be found on the ORIGINAL UTILITY DISK, which came with the VIDEOMATE PACKAGE.
6.When you wish to use Videobyte 4.0, load GeoPaint, if it's not already running. NOTE.... DO NOT run VIDEOBYTE 4.0 unless you are currently in GEOPAINT!
7.In the "GEO'S" submenu click on "Videobyte 4.0". Videobyte 4.0 will now load AUTOMATICALLY!

VIDEOBYTE 4.0 Has 5 Main Options

1. Click on "C" to CAPTURE a SCREEN from Videobyte cartridge
2. Click on "A" to adjust (or continuously capture) a screen from Videobyte. When you see the screen you want, PRESS and HOLD DOWN the LEFT HAND MOUSE BUTTON or FIRE BUTTON of JOY STICK to capture the currently displayed screen, and convert the screen to the Geo's format.
3.Click on the SMALL COMPUTER SCREEN ICON to temporarily remove the Videobyte 4.0 window from the screen. Click again to bring Videobyte 4.0 back.
4.Click on "L" to convert an EXISTING Videobyte picture to GEO'S format.

Do the following

1A Click on the disk icon to look for Koala pictures on the current disk. To look on a new disk:insert the new disk and click on the disk icon.

2A Click on the up and down arrows to scroll through the pictures.

3A Click on the picture name to select a picture.

4A Click on "OK" to load and convert the selected picture.

5A Click on "X" to quit to the MAIN Videobyte 4.0 MENU without loading a picture.

5. Click on "Q" to quit and exit to GeoPaint. Note... the same disk that was in the drive when Videobyte 4.0 was loaded MUST BE IN THE CURRENT DRIVE WHEN YOU QUIT!, if a different disk is in the drive when you quit, then a menu will prompt you to insert the correct disk.
PLEASE NOTE.... It is important to have DIFFERENT NAMES ON YOUR DISKS, If MANY DISKS HAVE THE SAME NAME, THEN Videobyte 4.0 will NOT! be able to distinguish which one it needs, to be able to quit. THE RESULTS COULD BE DISASTROUS!!!

* Videomate can be ordered with an optional RESET BUTTON.
** Very Important NOTE: After you exit Videobyte 4.0, GeoPaint has no idea that there is a picture on the screen. You must not forget! to edit the picture somehow BEFORE DOING ANYTHING! It can be as simple as making a mark on the picture, and then clicking UNDO. Geopaint will now recognize the picture. If you do not edit the picture, then you will end up losing it, because Geopaint will not save it!

Help! is a phone call away!

If you need help, you can call 708-851-6667 between 7PM & 10PM C.S.T. on Tuesday and Thursday ONLY!
All we ask is that you be at your computer, when you call.

90 DAY WARRANTY

Your Videomate Hardware is Warranted for a period of 90 Days from the date of purchase, copy of your receipt or invoice is required to validate your warranty period. Videomate is warranted on HARDWARE and WORKMANSHIP only! Software is not warranted. The Soft Group and it's affiliates will not be responsible for damage's to user's computer hardware or software. User abuse or tampering of hardware VOIDS warranty. The Soft Group reserves the right to repair or replace defective units, at it's own discretion. Customer must call the above phone number for and RA# before any returns can be accepted. No exceptions!